

REMARKS

Applicant has amended claim 12. Applicant submits the Declaration of Steven Campbell. Mr. Campbell has worked in the gaming industry for seven years as an engineer designing gaming machines (Campbell Declaration, para. 1.)

Mr. Campbell has worked for Sigma Games, Alliance Gaming, Excel Design and Wing Design (Campbell Declaration, para. 2). Mr. Campbell has received the application of the present invention and the actual machine covered by the patent application (Campbell Declaration, para. 3). Mr. Campbell has reviewed the prior art patents (Campbell Declaration, para. 4).

The Examiner has rejected claims 1, 3, 4, 6 and 8 as being obvious over Castellano, 5,477,952 in view of Dabrowski, 5,544,728.

Castellano relates to an electronic coin tracker for coin operated machines, particularly video games. The coin tracker monitors the deposit of coins and the activity of the coin operated machine. The coin tracker reports this activity electronically preferably through an infrared light data link. A coin counter counts the number of times that the coin received electrical signal is received in order to maintain a current coin count representing the number of coins received into the coin receiving mechanism; a transmitter further communicates the coin received electrical signal. A read out is responsive to external interrogation for externally communicating the current coin count. (Campbell Declaration, para. 6).

The coin tracker device sole function includes an electronic money counter that receives electrical signals produced within the apparatus upon the entrance of money into the apparatus so as to **electrically** maintain a record of money entered into the

apparatus. The money counter includes an interrogatable and resetable first electronic counter that maintains a count of monies entered into the apparatus since a previous interrogation read out. This interrogatable first electronic counter resets to a zero count upon each and every occasion of its interrogation readout. (Campbell Declaration, para. 7).

Because the money counter means is electronic, the count of its first electronic counter and the grand total count of its second electronic counter are not directly discernable by the human senses. (Campbell Declaration, para. 8).

Because the readout produced by the electronic readout means are electronically detectable any unauthorized and abnormal manipulation of either or both the count of the first electronic counter, and the grand total count of the second electronic counter, should such even be possible as for purposes of fraud, will be completed because any attempted validation of such manipulation by the electronically-detectable readouts requires such electronic means for receiving these readouts, and such knowledge for interpreting them, as may not be available to the party performing the unauthorized and abnormal manipulation. (Campbell Declaration, para. 9).

The system also includes an electronic readout means for producing readouts of the total from the first electronic counter, and the grand total from the second electronic counter, of the electronic money counter. A transportable electronic sensor receives and stores the readouts, and further controllably outputs such stored readouts when directed to do so. (Campbell Declaration, para. 9). A central computer serves to direct the transportable electronic sensor to output the stored readouts, and receive the readouts.

The coin tracker keeps track of redemption tickets issued by the machine. (Campbell Declaration, para. 9). The coin tracker data block is uploaded to the hand held in binary coded decimal format and is converted to ASCII comma delimited format within the hand held.

Dabrowski relates to a bill validator assembly that retrofits a coin and token only slot machine to be operable with paper currency. The insertion of the paper currency causes a credit meter to be incremented according to the value of the paper currency. The player uses the credit accrued on the credit meter to play the slot machine. A visual display of credits accrued is normally shown on a meter visible to the player. Various LED displays are also provided including a first display 126 that displays to the player the number of credits remaining. (Campbell Declaration para 10).

Claim 1: The Examiner states that Castellano teaches a game machine (Col. 13, line 23). There is a counter for counting the number of coins a player has placed in the machine (Col. 6, lines 32-36). There is a means (the game machine's display) for showing the player when the ticket will be printed (i.e. when the player wins the game). There is a ticket dispenser (31). Castellano teaches that there is a read out for externally communicating the current coin count. (Col. 6 lines 11-13). It is not clear, however, whether this read out is for visually displaying the number of coins to the player.

The Examiner states that Dabrowski teaches a visual display (126) for displaying the number of credits remaining (corresponding to the number of coins) to the player. This allows the player to see how many coins the player has inserted into the machine

and how many are available for gambling. It would have been obvious to have a visual display of the number of coins entered in order to allow the player to see how many coins the player has inserted into the machine and how many are available for gambling.

Claim 1 requires that the device have a dispensing unit which comprises a numeric counter for counting the number of coins a player has placed in the gaming machine. The dispensing unit visually displays the number of coins a player has placed in the gaming machine. The dispensing unit further comprises a means for visually showing a player the number of coins necessary to generate a ticket. The dispensing unit further comprises a ticket dispensing apparatus. (Campbell Declaration, para. 11).

Castellano in view of Dabrowski does not make obvious claim 1 because there is nothing in Castellano which teaches to add a visual display as shown in Dabrowski to show a player the number of coins a player has added to the machine. The purpose of Castellano is to electronically read the coin counter to make sure that the number of coins received is equal to the number of coins played by the machine. Castellano uses an electronic counter which is not directly discernable by the human senses. The person who owns the machine requires this information, not the player who is playing the machine. Therefore, there is no teaching to combine Castellano in view of Dabrowski. Further the combination of references does not teach visually providing to the user the number of coins needed to generate a ticket. (Campbell Declaration, para. 12).

Claim 3: The Examiner states that the dispensing unit is placed inside the game machine. (Col. 12, lines 22-38).

Claim 3 relates to the device of claim 1 wherein the dispensing unit is placed inside the gaming machine. Castellano in view of Dabrowski does not make obvious claim 3 for the reasons stated above for claim 1.

Claim 4: The Examiner states that the dispensing unit is an add-on to any existing gaming machine and gaming device. (Col. 16, lines 17-20).

Claim 4 relates to the device of claim 1 wherein the dispensing unit is an add-on to any existing gaming machine and gaming device. Castellano in view of Dabrowski does not make obvious claim 4 because of the reasons stated above for claim 1.

Claim 6: The Examiner states that the dispensing unit is a self-contained unit that does not affect the play or outcome of the game:

Claim 6 relates to the device of claim 1 wherein the dispensing unit is a self-contained unit that does not affect the play or outcome of the gaming machine. Castellano in view of Dabrowski does not make obvious claim 6 for the reasons stated above for claim 1.

Claim 8: The Examiner states that Figure 1 clearly shows four coin slots (21-24) that correspond to different denominations (i.e., nickel, dime, quarter, and dollar).

Castellano in view of Dabrowski does not make obvious claim 8 for the reasons stated above for claim 1.

The Examiner has rejected claims 12-14, 17, and 18 as being anticipated by Quinn, 3,688,276.

Claim 12: The Examiner states that Quinn teaches a game machine (16) that is a gaming device, i.e., it is a device used for gambling. The player puts in coins (Col. 4, lines 38-40). The machine counts the coins and the number of counted coins is shown

to the player (Col. 4, lines 47-50). The number of coins needed for a ticket to be generated is shown to the player (Col. 4, lines 40-41). A ticket is dispensed when the number of counted coins equals the number of coins needed (Col. 12, lines 6-12).

Quinn relates to a central computer which controls remote vending machines, wherein the vending machine, in response to instructions from the computer, prints entertainment tickets, lottery tickets, etc. The computer keeps inventory and accounts. The consumer can make a selection, and the computer instructs the consumer how much currency must be inserted into the vending machine. The computer recognizes the currency inserted, and if correct, the computer instructs the vending machine to print out a ticket or other form of script. The system prints out active script. (Campbell Declaration Para 13).

To complete the transaction, the customer deposits in coin the amount of money necessary to make the purchase. The amount is shown automatically in the window. The number of quarters necessary to complete the purchase is shown in the window. As each quarter is placed in the coin deposit slot and accepted by the machine, the counter visible through the window increases one unit until it reaches zero. (Campbell Declaration Para 14).

Amended claim 12 requires that the player play a gaming machine consisting essentially of a slot machine, video poker machine, video keno machine, or video bingo machine. Quinn teaches a device where a user puts coins into a machine and receives a lottery ticket. The player does not play a gaming machine as defined in the claims. (Campbell Declaration para 15). Therefore Quinn does not anticipate or make obvious claim 12.

Claim 13: The Examiner states that the counting of coins is accomplished by counting coin pulses off of the machine's hard meter and the ticket is dispensed based on the number of coins dispensed. (col. 2, lines 6-12).

For the reasons stated above for claim 12, Quinn does not anticipate or make obvious claim 13.

Claim 14: The Examiner states that the ticket is a lottery ticket (Abstract).

For the reasons stated above for claim 12, Quinn does not anticipate or make obvious claim 14.

Claim 17: The Examiner states that the number of counted coins is set to zero once a ticket is dispensed. (Col. 4, lines 47-50).

For the reasons stated above for claim 12, Quinn does not anticipate or make obvious claim 17.

Claim 18: The Examiner states that Quinn teaches using a remote unit to set the price of the ticket. (Col. 1, line 64-Col.2, line 16).

For the reason stated above for claim 12, Quinn does not anticipate or make obvious claim 18.

The Examiner has rejected claim 2 as being obvious over Castellano and Dabrowski as applied to claim 1, and further in view of Bittner, 5,290,033.

The Examiner states that Castellano and Dabrowski teaches the invention substantially as claimed. Castellano does not teach mounting the device on the side of the game machine. Bittner teaches mounting an analogous device (202) on the side of the gaming machine. Castellano teaches that the device can be used as a retrofit to existing game machines. In cases where the device did not fit within the game cabinets,

it would have been obvious to have attached the dispensing unit to the gaming machine as a side mounted box in order to retrofit a gaming machine that did not have room inside the gaming machine cabinet.

Bittner relates to a gaming machine and game coupons for allowing an operator to redeem winning game coupons by inserting them directly into the gaming machine rather than by taking them to a cashier. The gaming machine includes a bill validator for accepting currency and winning game coupons from an operator. It includes a code reader for reading the coupon prize codes as the coupons are inserted into the bill validator. The gaming machine issues game credits to the player depending on the prize codes of the submitted game coupons. (Campbell Declaration para 16).

Claim 2 requires that the device have a dispensing unit which comprises a numeric counter for counting the number of coins a player has placed in the gaming machine. The dispensing unit visually displays the number of coins a player has placed in the gaming machine. The dispensing unit further comprises a means for visually showing a player the number of coins necessary to generate a ticket. The dispensing unit further comprises a ticket dispensing apparatus. The dispensing unit is a side mounted box attached to the gaming machine. (Campbell Declaration para 17).

Castellano and Dabrowski in view of Bittner does not make obvious claim 2 for the reasons stated above for claim 1. Further, there is no teaching to combine the teachings of Castellano and Bittner, since Bittner uses the side mounted box for redeeming coupons which is not taught by Castellano, nor Dabrowski. (Campbell Declaration para 18).

The Examiner has rejected claims 5 and 9 as being obvious over Castellano and Dabrowski as applied to claim 1; and further in view of Heidel, 5,342,047.

Regarding claim 5, the Examiner states that Castellano and Dabrowski teaches the invention substantially as claimed. Castellano teaches that the device may be attached to virtually any gaming machine (Col. 16, lines 17-20). Dabrowski teaches attaching a device to a slot (i.e., gaming) machine. (Abstract). Castellano's invention is intended to detect and prevent fraud. (Abstract). Fraud is a significant problem in the gaming industry. Heidel teaches a game machine that can be used on a number of different games. Heidel illustrates video poker (Fig. 1) and video keno (Fig 2b). Video bingo is a well-known equivalent. Video poker, keno, and bingo are all extremely well known in the art. They are extremely popular with many players and; along with reel-type machines, form the backbone of the electronic gaming industry. It would have been obvious to have applied Castellano's coin tracker to video poker, keno, and bingo machines in order to detect and prevent fraud.

Heidel relates to a touch screen video gaming machine. Video lottery terminals that employ touch screens permit a number of different games to be played on the same machine, by using electromechanical game buttons in conjunction with touch screen controls. Video gaming machines find application as video lottery terminals in state administered lotteries. As video lottery terminals these gaming machines function in the same manner as video gaming machines found in state regulated casinos except that they generally use ticket printers to print tickets that can be exchanged for cash payments instead of paying winning amounts through a coin hopper as in conventional

gaming machines. The video lottery terminal also includes a coin acceptor, a bill acceptor and a ticket printer. (Campbell Declaration para 19).

Claim 5 requires that the device have a dispensing unit which comprises a numeric counter for counting the number of coins a player has placed in the gaming machine. The dispensing unit visually displays the number of coins a player has placed in the gaming machine. The dispensing unit further comprises a means for visually showing a player the number of coins necessary to generate a ticket. The dispensing unit further comprises a ticket dispensing apparatus.

There is nothing in Castellano or Dabrowski which teaches combining with Heidel. Castellano and Dabrowski in view of Heidel does not make obvious claim 5 for the reasons stated above for claim 1.

Regarding claim 9, the Examiner states that Castellano and Dabrowski teaches the invention substantially as claimed. Castellano teaches printing a ticket as a reward, but does not teach that the ticket is a lottery ticket. Heidel teaches dispensing a lottery ticket. (Col. 1, lines 10-18).

Claim 9 requires that the device have a dispensing unit which comprises a numeric counter for counting the number of coins a player has placed in the gaming machine. The dispensing unit visually displays the number of coins a player has placed in the gaming machine. The dispensing unit further comprises a means for visually showing a player the number of coins necessary to generate a ticket. The dispensing unit further comprises a ticket dispensing apparatus.

Castellano and Dabrowski in view of Heidel does not make obvious claim 9 for the reasons stated above for claim 1.

Further Castellano teaches redemption tickets which are commonly redeemable at a central stand of the gaming arcade for small prizes, or souvenirs. There is nothing in Castellano which teaches the ticket to be a raffle, sweepstakes or lottery ticket. Further there is nothing in Castellano or Dabrowski which teaches combining with Heidel. (Campbell Declaration para 20).

The Examiner has rejected claims 7, 10 and 11 as being obvious over Castellano and Dabrowski as applied to claim 1 above and further in view of Piechowiak, 6,012,982.

Regarding claim 7, the Examiner states that Castellano and Dabrowski teach the invention substantially disclosed. Fig. 3 shows the counter (12) counting pulses of the game machines hard meter (52). Castellano does not, however, teach awarding the player a bonus based on the number of coins played. Piechowiak teaches a game that awards a bonus based on a player reaching a certain coin threshold (Abstract). Bonuses are well known to the art and are commonly used to increase player interest. It would have been obvious to have awarded the player a bonus based on the number of coins played in order to increase interest in the game.

Piechowiak relates to a bonus award feature in linked gaming machines having a common feature controller. Each of the linked gaming machines is connected to a common controller. In a normal mode of play, each of the linked gaming machines operates like a conventional machine where the generation of certain combinations of symbols provide awards to the individual players whose machines generate such combinations. In addition to this normal mode of play, a bonus feature is added where the generation of combinations of bonus symbols is used by a central controller to build

up a pooled bonus value based upon the values of the combinations of bonus symbols generated by all the linked gaming machines. When a player hits a combination which causes the accumulated bonus value to meet or exceed a predetermined value, a bonus award is given to the player which caused the threshold to be exceeded. To discourage players from not playing any of the linked gaming machines until the accumulated bonus value is near the threshold, each machine has an independent hit counter which is incremented based on the number of occurrences of bonus combinations generated by that machine. The player may use the value in his/her individual hit counter in order to exceed the award threshold for the bonus award. (Campbell Declaration para 21).

The feature controller could modify the award table in each of the gaming machines, via communication lines, to reflect the enable feature. The gaming machine compares its game result to the award table and then provides a corresponding award. In this embodiment, feature controller would still poll the various gaming machines to determine whether the feature should be enabled or disabled in the various award tables. (Campbell Declaration para 22).

Claim 7 requires that the device have a dispensing unit which comprises a numeric counter for counting the number of coins a player has placed in the gaming machine. The dispensing unit visually displays the number of coins a player has placed in the gaming machine. The dispensing unit further comprises a means for visually showing a player the number of coins necessary to generate a ticket. The dispensing unit further comprises a ticket dispensing apparatus.

Castellano and Dabrowski in view of Piechowiak does not make obvious claim 7 for the reasons stated above for claim 1. Further claim 7 requires that the bonus be

paid on a single gaming machine. Piechowiak requires that the bonus be paid on linked gaming machines. Further there is nothing in Castellano or Dabrowski which would combine a bonusing system for the number of coins played. Further there is nothing in Castellano or Dabrowski which would teach linking games, since each device is individually controlled. (Campbell Declaration para 23).

Regarding claim 10, the Examiner states that Piechowiak teaches linking games so that a combination of devices must have a certain number of coins inserted before a bonus (ticket) is dispensed. (Abstract).

Claim 10 requires that the device have a dispensing unit which comprises a numeric counter for counting the number of coins a player has placed in the gaming machine. The dispensing unit visually displays the number of coins a player has placed in the gaming machine. The dispensing unit further comprises a means for visually showing a player the number of coins necessary to generate a ticket. The dispensing unit further comprises a ticket dispensing apparatus.

Castellano and Dabrowski in view of Piechowiak does not make obvious claim 10 for the reasons stated above for claim 1. Further there is nothing in Castellano or Dabrowski which would teach linking games, since each device is individually controlled. (Campbell Declaration para 23).

Regarding claim 11, the Examiner states that Piechowiak teaches that there is a remote unit (122) for changing the number of coins necessary to generate the ticket.

Claim 11 requires that the device have a dispensing unit which comprises a numeric counter for counting the number of coins a player has placed in the gaming machine. The dispensing unit visually displays the number of coins a player has placed

in the gaming machine. The dispensing unit further comprises a means for visually showing a player the number of coins necessary to generate a ticket. The dispensing unit further comprises a ticket dispensing apparatus.

Castellano and Dabrowski in view of Piechowiak does not make obvious claim 11 for the reasons stated above for claim 1. Further there is nothing in Castellano or Dabrowski which would teach a remote unit for changing the number of coins necessary to generate the ticket linking games. (Campbell Declaration para 24).

The Examiner has rejected claims 15 and 16 as being obvious over Quinn as applied to claim 12 or 14 in view of the Big Game Lottery.

Regarding claims 15 and 16, the Examiner states that Quinn teaches the invention substantially as claimed. Quinn teaches dispensing lottery tickets, but does not go into the mechanics of how lotteries operate. Lotteries operate using well-known principles. The Big Game is merely one of a myriad of examples of lotteries. The winner of lotteries is determined by holding a drawing, i.e., by lot. The size of the lottery jackpot is based on the number of tickets sold. The bonus prize is based on a percentage of total coins placed into all participating gaming machines. It would have been obvious to have chosen the winner of the lottery by random drawing and to have based the jackpot on a percentage of total coins placed into the gaming machines in order to follow standard practice for running a lottery.

Big Game Lottery article relates to frequently asked questions for Big Game Mega Millions.

Claims 15 and 16 requires that the player play a gaming machine consisting essentially of a slot machine, video poker machine, video keno machine, or video bingo

6. The device of claim 1 wherein said dispensing unit is a self contained unit that does not affect play or outcome of said gaming machine.
7. The device of claim 1 wherein said numeric counter counts coin pulses off of said gaming machine's hard meter, and bonuses a player based on number of coins or pulses played.
8. The device of claim 1 wherein said numeric counter can count various coin denominations, e.g., nickel, dime, quarter or dollar slots.
9. The device of claim 1 wherein said ticket is a raffle, sweepstakes or lottery ticket.
10. The device of claim 1 wherein said dispensing units are linked so that a combination of devices has to have a certain number of coins inserted before a ticket is dispensed.
11. The device of claim 7 further comprising;
a remote unit for changing the number of coins necessary to generate said ticket.
12. A process for paying out a bonus to a player playing a gaming machine comprising;
placing coins in a gaming machine;

playing said gaming machine consisting essentially of; a slot machine, video poker machine, video keno machine, or video bingo machine;
counting said coins players place in said gaming machine;
showing said number of counted coins to said player;
dispensing a ticket when said number of counted coins equals said number of coins needed for a ticket to be generated.

13. The process of claim 12 wherein said counting of said coins is accomplished by counting coin pulses off of said gaming machine's hard meter, and dispensing a ticket based on number of coins or pulses played.

14. The process of claim 12 wherein said ticket is a raffle, sweepstakes or lottery ticket.

15. The process of claim 14 further comprising;
holding a drawing to determine a winner of said ticket.

16. The process of claim 12 further comprising;
generating a bonus prize from a percentage of total coins placed into all participating gaming machines.

17. The process of claim 12 further comprising;
resetting said counted coins to zero once a ticket is dispensed.

machine. Quinn teaches a device where a user puts coins into a machine and receives a lottery ticket. The player does not play a slot machine or gaming device as defined by claims 15 and 16. (Campbell Declaration para 25). Therefore Quinn in view of the Big Game Lottery does not anticipate or make obvious claims 15 and 16.

Applicant believes that the application is now in condition for allowance.

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